SNS-SR-USA

# SUPER R-TYPE

irem

IREM AMERICA CORP

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

# WARNING

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## TABLE OF CONTENTS


THE BYDO EMPIRE RETURNS ..... 4
GAME OVERVIEW ..... 5
GET CONTROL ..... 6
PLAYER ..... 7
WINNING TIP ..... 7
POWER-UP ITEMS ..... 8
LASER UNITS (Blue Pow Armor) ..... 9
MISSILE (Red Pow Armor) ..... 11
FORCE ..... 12
FORCE POWER-UPS ..... 13
STAGES ..... 14
KNOW YOUR ENEMY ..... 17

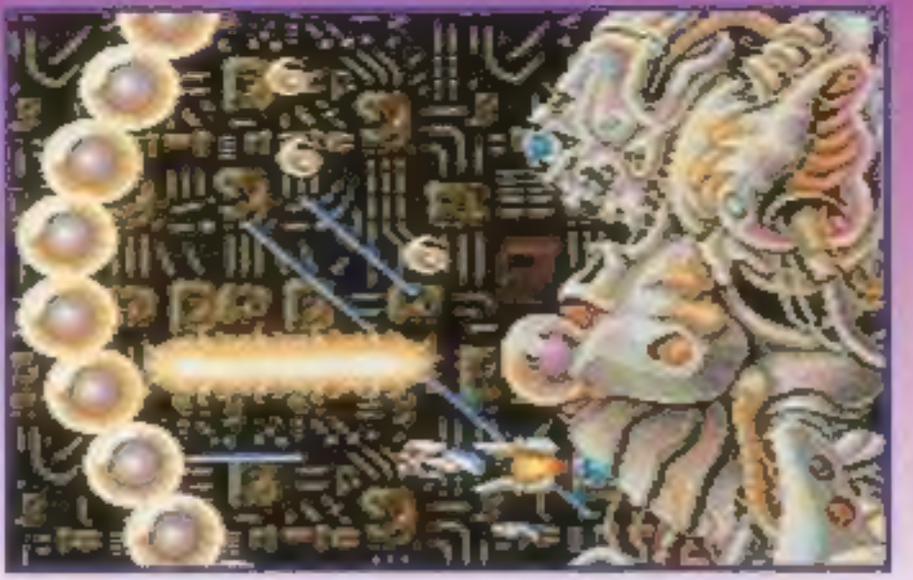
## THE BYDO EMPIRE RETURNS!

**The powers of the evil BYDO Empire have returned. Now stronger than ever, these diabolical extra-terrestrials are poised to attack the Earth. Mankind has just one hope against these mutant beasts. The formidable R-9 is heading for the front lines at the very frontiers of space. Armed with high-powered, advanced-technology defenses, it is the ultimate battle machine. But is it enough?**

*"R" you ready for an adventure that will take you to battle-fronts on the vast frontiers of space?*

*The alien mutants are armed with highly advanced fire power. But you have some high-tech surprises of your own!*

## GAME OVERVIEW



**As the player (R-9), you must defeat the bosses in each stage in order to wipe out the BYDO Empire for all time. You are provided with three R-9s which will allow you plenty of opportunity for continuous play. The game has seven stages with a powerful BYDO boss in each. One of your key strategies as R-9 is to obtain power-up items which will help you gain the edge over this awesome enemy. In the event you are wiped out by an extra-terrestrial mutant, you start from the beginning of the current stage.**

**You can adjust the game to: NOVICE, EASY, NORMAL or HARD by entering the SELECT SCENE before the game begins. After you clear the final stage of your selected level, you can move up to the next level of challenge and adventure. If you fight your way to victory through the HARD level, you are ready for PRO play. Ultimate victory is yours if you make it through the PRO mode of Super R-Type. It's super challenging!**

# GET CONTROL

**CROSS BUTTON:**
- Controls the player.
- Moves the cursor in the SELECT SCENE. (Up or Down)
- Allows the player to select an item. (Left or Right)

**SELECT BUTTON:**
- Changes SELECT SCENES. (Only in TITLE SCENE)

**START BUTTON:**
- Starts and pauses the game.

**A BUTTON, R BUTTON:**
- Separates and unites the force.
- Stops the sound of BGM and SE in the SELECT MODE.

**B BUTTON:**
- Fires shots.
- Starts the sound of BGM and SE in the SELECT SCENE

**X BUTTON, Y BUTTON:**
- Fires shots in rapid succession. (Automatically)

**SELECT MODE:**

Press the START BUTTON once while in the TITLE SCENE. The level NORMAL/STEREO will then appear on the TITLE SCENE. Press the SELECT BUTTON to turn on the SELECT MODE.

**SELECT MODE:**

Cursor (Cross Button Up and Down)
LEVEL: Indicates the difficulty of the game.
SOUND: Stereo or Normal
BGM: Music
SE: Selects the sound effects.

By pressing the CROSS BUTTON "up" or "down", you can move the cursor to choose the item. You can then select your choice by pressing the CROSS BUTTON either "left" or "right." While in BGM and SE, use the B BUTTON to start the sound and the A BUTTON to stop.

After you choose LEVEL and SOUND, return to the previous scene by pressing the SELECT BUTTON. You can then press the START BUTTON to begin the game.



# PLAYER

**Your major goal is to increase the beam gauge energy by pressing the shot button and firing in rapid succession. If you continue to press the shot button, the gauge color will change to red. When the gauge passes the maximum point, the spiraling motion gun is operable.**

## WINNING UP

ZAP ZABTOM! In the second stage, you have to face the evil and wily boss, ZABTOM. It's critical to position yourself in the lower left corner of the screen. Aim for the creature's eye, and zap!!!!

## POWER-UP ITEMS

**When the BLUE or RED POWER ARMORS are destroyed, the power-up items appear. If you destroy the BLUE POWER ARMOR, five kinds of LASER UNITS appear. Defeat the RED one, and MISSILE UNITS appear. You will increase your power by using the power-up items described below.**

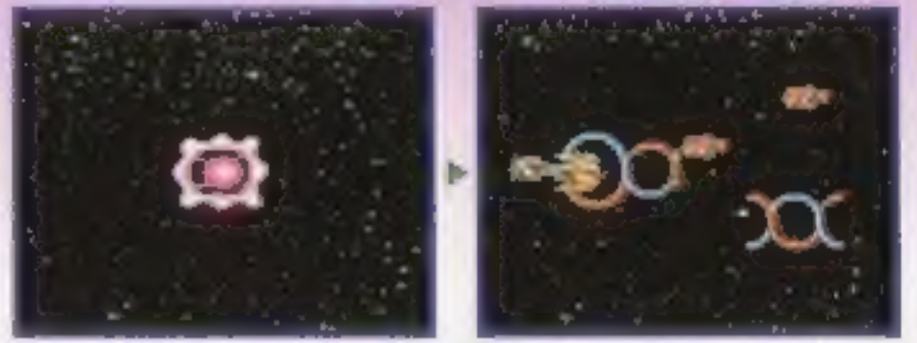
*If you vanquish the alien Blue Power Armor, you will be rewarded with laser power!*

*The Red Power Armor puts up awesome [illegible] Missile power is yours if you win!*

## LASER UNITS (Blue Pow Armor)

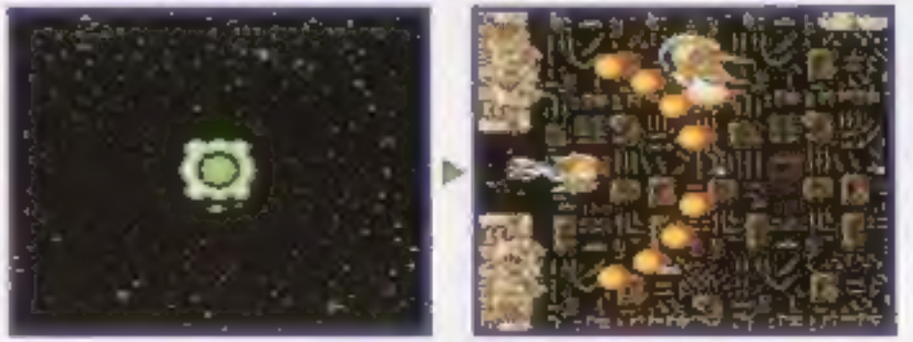
REFLECTING LASER UNIT (BLUE)

*This laser will keep reflecting when it strikes an obstacle.*



ANTI-AIR LASER (PINK)

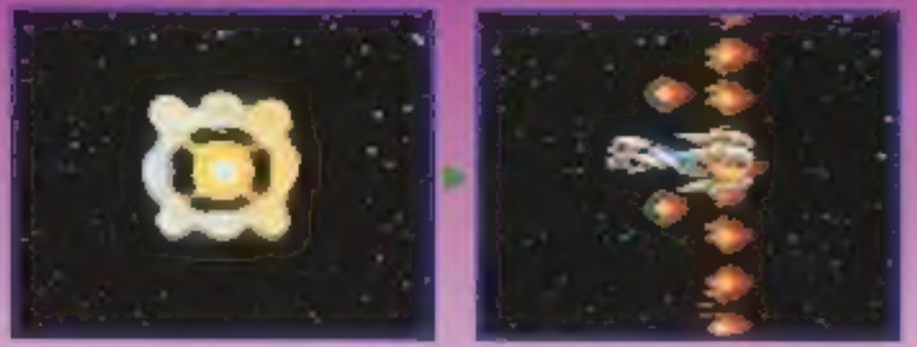
*This circular laser will keep a fixed distance between the top and the bottom.*



SPLIT LASER (GREEN)

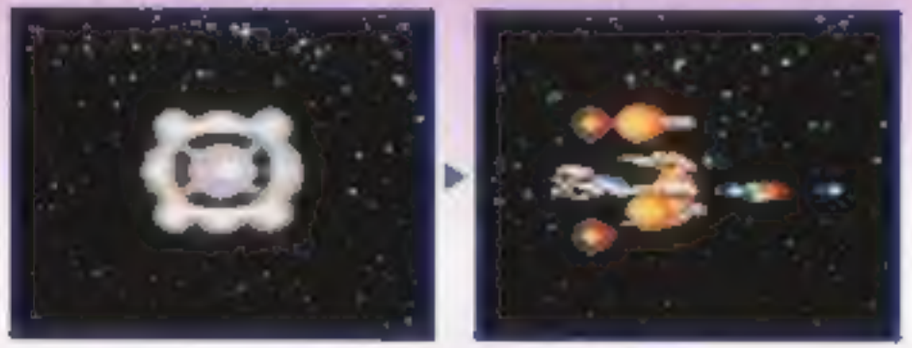
*This spherical laser will disperse lasers to a fixed distance.*

## LASER UNITS (Blue Pow Armor)



LASER (YELLOW)

*This laser will keep reflecting when it strikes an obstacle.*



SHOOTING GUN LASER (GREY)

*This bullet-like laser fires in a straight line and can be the most destructive.*

## MISSILE (Red Pow Armor)

CHASING MISSILE UNIT (PINK)

*This missile will chase and attack enemies.*

ANTI-GROUND MISSILE UNITS (BLUE)

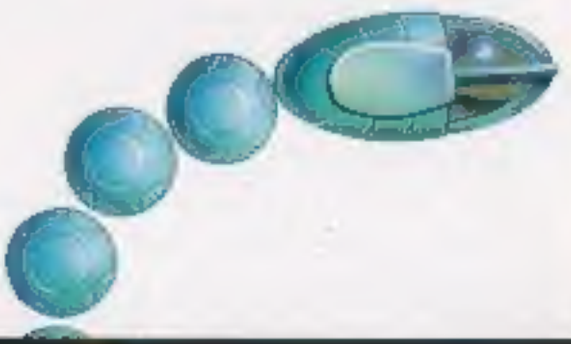
*This missile will bomb spheres continuously by falling diagonally.*

SPEED UNIT

*Obtain this unit to increase speed.*

PIT

*This unit will remain by the player to assist.*



# FORCE

When any laser unit is obtained, the weapon called FORCE appears. FORCE is invincible and can be united with R-9. Also, it can power-up.

*Attach to the rear to shoot backward.*

*Attach to the front to shoot forward.*

Press the A BUTTON when R-9 and FORCE are united, and they will separate. Press the A BUTTON when they are separated and they will unite. FORCE can also be attached to the rear of R-9.

# FORCE POWER-UPS

When laser units are continually obtained, FORCE powers-up in three stages. By accumulating and combining more than two units, the laser charge can be used. The laser varies depending on the unit selected.

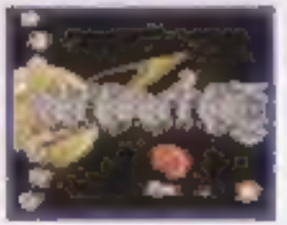
*One Unit*

*Two Units*

*Three Units*

## SEPARATE ATTACK PATTERNS

Once FORCE powers-up, the strength of its attack increases even after separation.



*One Unit*

*Two Units*

*Three Units*

### THE FIRST STAGE: SPACE

*The ASTEROID BELT stage. There is a conspiracy with ZARO, flying enemies and the dragon. Watch out for the mines!*

### THE FIRST BOSS: ILLUMINATOR

*This boss has four revolving armors. He fires sharp rocks at varying speeds.*

### THE SECOND STAGE: RUINS

*This is the same as the first stage of the coin-operated R-Type II. There are enemies that emerge from the water and the ground.*

### THE SECOND BOSS: ZABTOM

*ZABTOM reinforced the first boss of the coin-operated R-Type I. This Boss attacks using not only Mega-bullets, but also Laser charges from his head and Mega-Bashers from his chest.*

### THE THIRD STAGE: CAVE

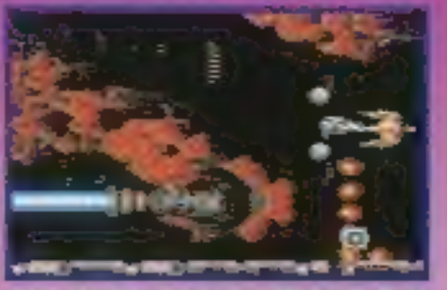
*There are enemies that will rush towards you even though they are struck by weapons and other creature-like enemies.*

### THE THIRD BOSS: INEXSIS

*There is no direct assault from this boss, however, two snakes called TWIN THROUGH that pass in and out of his body can attack.*







### THE FOURTH STAGE: GIANT SPACE SHIP

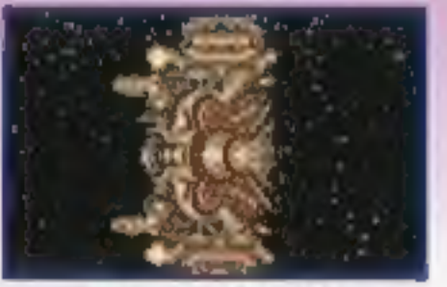
*This is the enlarged Space Ship from the coin-operated R-Type I. Tanks and flying enemies emerge one after another from the hanch of this Ship.*

### THE FOURTH BOSS: PRISONER

*This boss is waiting in the Space Ship. He launches reflecting lasers by using his lenses.*

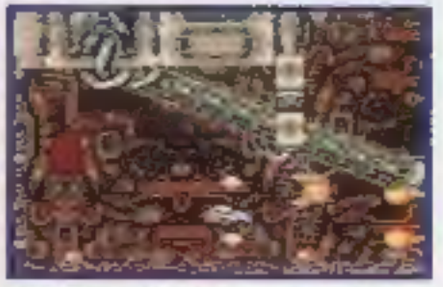
### THE FIFTH STAGE: MINING FIELD

*This is the same as the 4th stage of the coin-operated R-Type II. A maze-like stage which varies in complexity and challenge.*



### THE FIFTH BOSS: RIOS

*Also the same as the 4th stage of coin-operated R-Type II. This boss moves rapidly through the complicated maze using missiles and lasers to attack.*



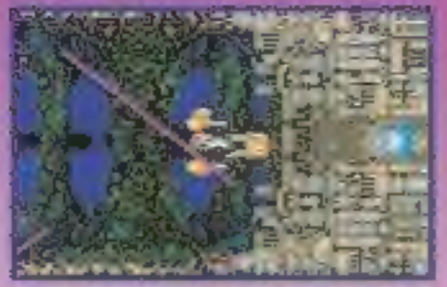
### THE SIXTH STAGE: RECYCLING FACTORY

*Where the remains of the defeated enemies are collected and recycled. Elevators and belt conveyors operate in this factory.*

### THE SIXTH BOSS: RECYCLER

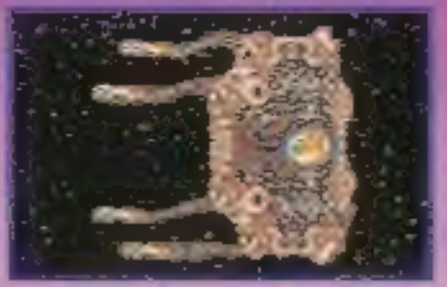
*This multi-mechanized boss sorts the defeated enemies' remains and attacks by scattering garbage. He also can use lasers.*

# STAGES



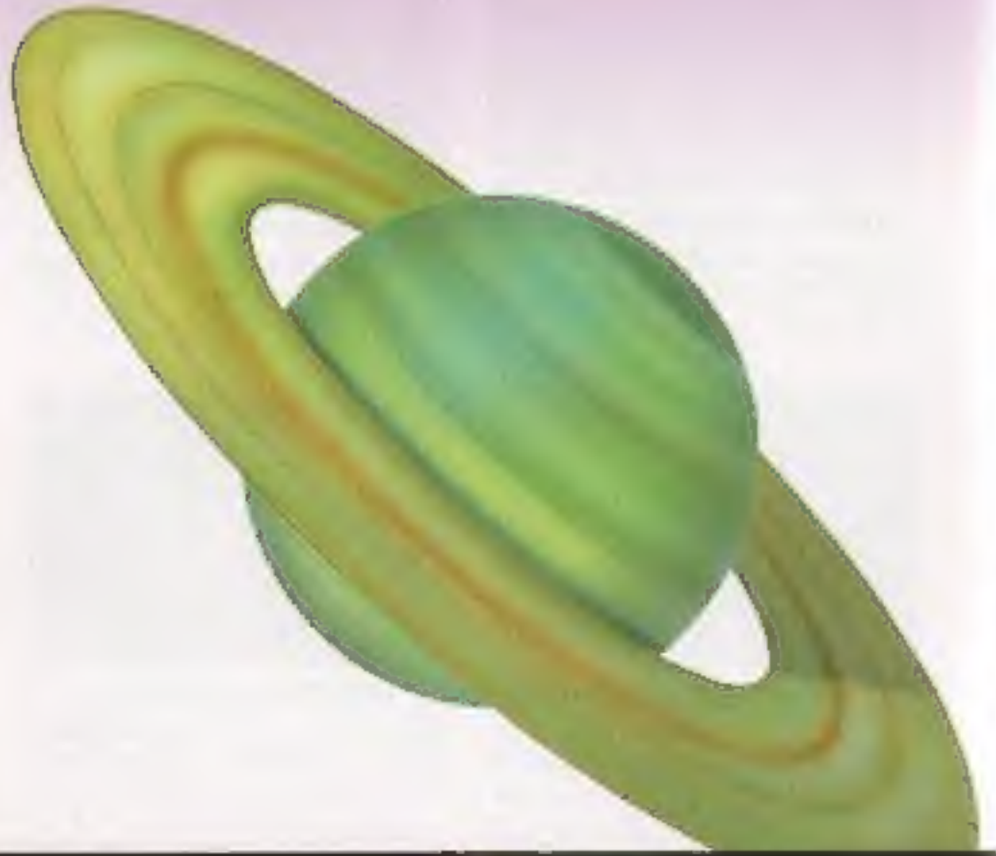
THE SEVENTH STAGE: RAPID EMPIRE

*This is the same as the last stage of the coin-operated R-type II. This stage has various creatures such as hard snakes which are like R-taking inserts and ZAKO which can spring forward with rapid speed.*



THE SEVENTH BOSS: WIDOM

*Same as the last boss in the coin-operated R-Type II.*



# KNOW YOUR ENEMY

**Here are ten of the mutant extra-terrestrials you're up against in Super R-Type. We'll surprise you with the rest!**

**CLERK:**

*Don't let that harmless name deceive you! He has the hyde of a 757 and shoots a Balkon.*

**SLIMEY:**

*This space snake really knows how to slither behind your defenses!*

**ROLLERSKID:**

*You have to move fast because this extra-terrestrial moves like a tank.*

**IRONCLAW:**

*At first, this space cadet looks harmless, until it starts to hover over head! Then you're in trouble.*

**BADACRE:**

*This mobile suited mutant has the personality of Godzilla. Good luck!*

**ASTERJET:**

*If your first instinct is to run, you may be right. This creep shoots for keeps. Watch out!*

**MUSCLEOID:**

*Built like a battleship and armed with a Balkon, Osborn is tough stuff.*

**GUARDGOYLE:**

*The Balkon is Tagra's favorite weapon, and the way this guy uses it, you'd think he invented it!*

**MANGLER:**

*This space creature has the charm of an astronaut and defenses to match. Attack with caution.*

**CRAWLGAR:**

*When this space spider sets its sights on you, there's not a lot of hope. "R" you really?*

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